

SEGA

GENESIS™

INSTRUCTION MANUAL



COMIX ZONE



KIDS TO ADULTS



Artist's Profile



Name: Sketch Turner

Occupation: WRITER / ARTIST ON COMIX ZONE,
FREELANCE ROCK MUSICIAN

Current residence: A WAREHOUSE STUDIO /
LOFT KIND OF PLACE IN THE BOWERY (THAT'S IN
NEW YORK CITY!?)

My best friend: ROADKILL, MY PET RAT, WHO I
SAVED FROM CERTAIN DOOM IN A GARBAGE
TRUCK--I LOVE THIS LITTLE CREEP!

When I'm not working, I like to: PLAY EAR-
DEAFENING GUITAR, MICROWAVE PIZZA, READ
TRASHY SCI-FI NOVELS, PLAY SONIC SPINBALL AND
TRAIN ROADKILL--I NEED A VACATION!

I'm most proud of: THE ISSUE OF COMIX ZONE
I'M WORKING ON NOW, WHERE THE NEW WORLD
EMPIRE FINALLY FACES MORTUS!

My main influence in creating Comix Zone:
I KIND OF HAD THESE NIGHTMARES, SOME REALLY
FRIGHTENING STUFF, AND I THOUGHT, "HEY, THIS
WOULD MAKE A GREAT COMIC BOOK!"

Best/worst part of doing Comix Zone:
HEARING FROM ALL THE FANS WHO DIG THE BOOK
IS DEFINITELY THE BEST PART. THE WORST PART, I
GUESS, IS THAT SOMETIMES I GET THIS SCARY
FEELING THAT THERE'S MORE TO COMIXZONE
THAN IT SEEMS--AS IF IT ALL WAS REALLY HAPPENING,
LIKE IN ANOTHER DIMENSION OR SOMETHING.
IT REALLY FREAKS ME OUT...



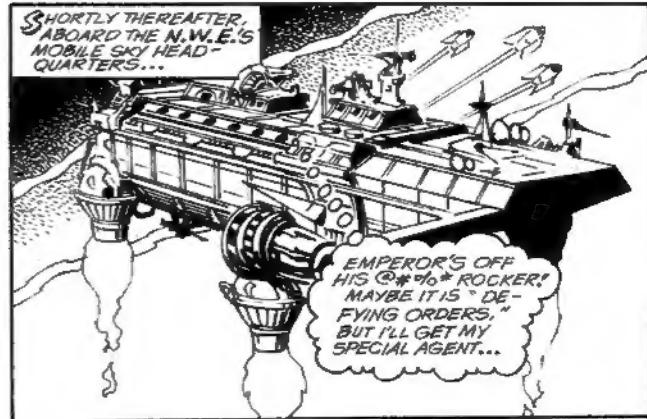




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STARTING UP



1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.
3. Plug a control pad into Control Port 1.
4. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
5. Turn the power switch ON.
6. When the Title screen appears, press Start on the control pad to witness Sketch plunging into the pages of his own comic!

IMPORTANT —

Always turn the power switch OFF before inserting or removing the game cartridge.

OPTIONS

1. At the Title screen, use the D-Pad to highlight Options and then press Start.
2. Highlight a category on the Options screen and press Start.
3. Use the D-Pad to highlight different options and move through their settings.



CONTROL

- Configure the Action, Jump and Select/Custom buttons.
- Assign a Custom Move (BLOCK or any of the SPECIAL MOVES) when using a Sega 6-Button Arcade Pad™.



NOTE —

BLOCK is the default Custom Move. If you assign a different Custom Move, Sketch will block automatically during fights.

JUKEBOX

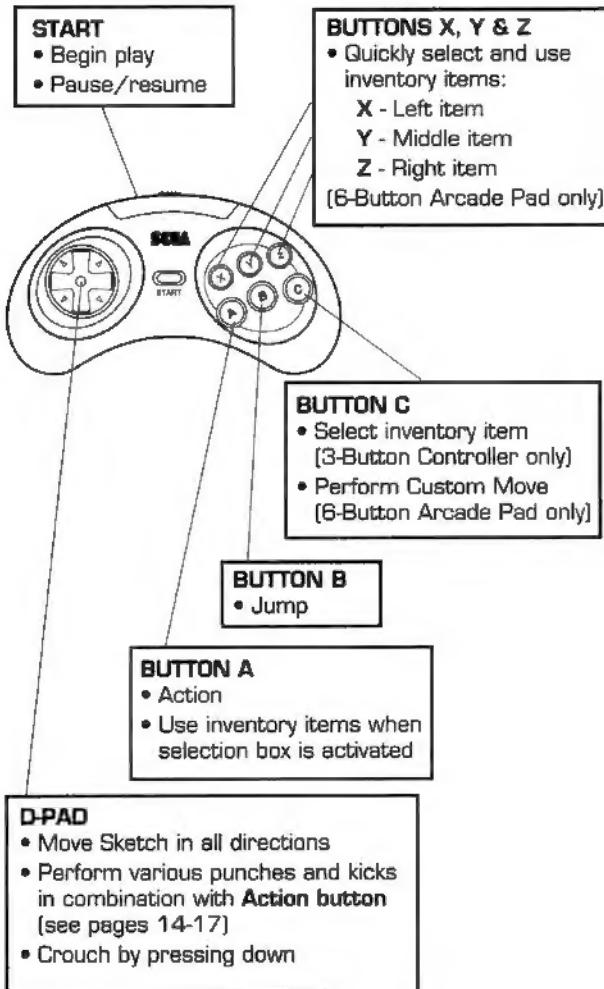
- Listen to your favorite Comix Zone tunes.

EXIT

- Return to the Title screen.

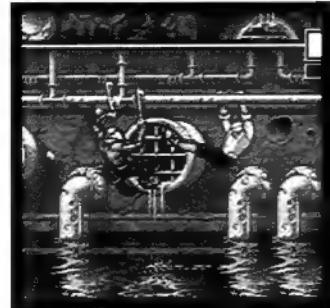


PLAY CONTROLS



BASIC MOVES

- Pick up objects by moving Sketch over them and pressing the **D-Pad** down.
- Push objects by standing next to them and pressing the **D-Pad** left or right.
- Jump and hang by pressing the **Jump button** under a pipe, ledge or other hand-hold.
- Move while hanging by pressing the **D-Pad** left or right.
- Kick while hanging by pressing the **Action button + D-Pad**.
- Pull levers by getting within arm's reach and pressing the **Action button**.
- When using a 3-button controller, press the **Custom button** to highlight inventory items, and press the **Action button** to use them.



NOTE —

Sketch's moves are the same with either a 6-Button Arcade Pad or 3-button controller.



FIGHTING MOVES

Here are the real Mutant-mashing attacks that you (and Sketch!) must master to escape the Comix Zone. Remember . . .

- **Action button** attacks change with the position of the **D-Pad**.
- Press the **D-Pad** either **before** or **at the same time** as the **Action button** to perform many of the moves.
- Tap the **Action button** rapidly for one of the three **Serial Attacks**. Enemies may attempt to block, but as soon as you get in three valid hits, you'll finish them off with a special move!
- You can fool most enemies with **Combination Moves**. Enemies cannot block rapidly alternating attacks! So, hit 'em once, then quickly pound 'em again with a different move.
- Experiment to find deadly special moves.

NOTES —

- All button combinations show attacks to the **RIGHT**. Reverse the **D-Pad** direction for attacks to the **LEFT**.
- Button combinations use the default **Button A** as the **Action button**. You can reconfigure the button controls on the Options screen. (See page 11.)
- Serial and Combination Attacks only work during battles with humanoid enemies.

Serial Double Punch



Good ol' fashioned straight punches are the best shots of any street fighter, in the comics or out. Fire off a sequence of these, manage three valid hits and Sketch finishes up with a scissor kick!

Serial High Kick Tornado



A jaw-shattering single kick turns into a tornado of spin kicks with multiple button taps. Slam the enemy three times for a whirlwind finish!

Serial Low Kick



This low attack finishes with a furious wheel kick with rapid button taps.

Uppercut



Send 'em from the floor to the moon with this shot!



Floor Sweep



Hit 'em as low as you can go!



Back Kick/Turn Around



Tremendously satisfying when you're sandwiched between two enemies. Or, jump over an enemy and kick him **before** he turns around!

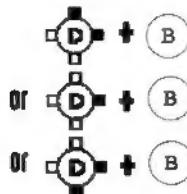
Whirlwind Jump Kick



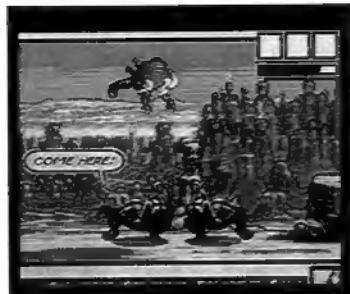
Get maximum air for a nasty whirlwind kick.



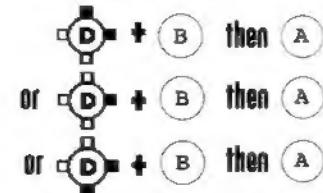
Somersault Leap Forward



Great for attacks, retreats and getting high!



Flying Dragon Kick



Never under-estimate this kung-fu classic!

Grab-A-Mutant

Get in their face close . . .



. . . to scissor kick 'em, or . . .



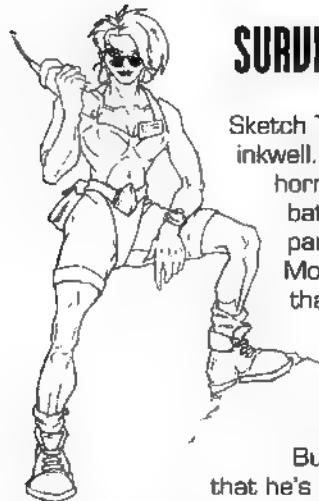
. . . to toss 'em.

Roll



An excellent way to dodge some attacks.





SURVIVE COMIX ZONE!

Sketch Turner is in it up to his inkwell. Mortus is drawing horrendous creatures to battle Sketch in every panel of the strip. If Mortus destroys Sketch, that megalomaniac Mutant will become real . . . and Earth will be doomed to his rule!

But there is hope. Now that he's a comic book superhero, Sketch can kick some serious butt. Instantly, Sketch can fight like a one-man mercenary platoon!

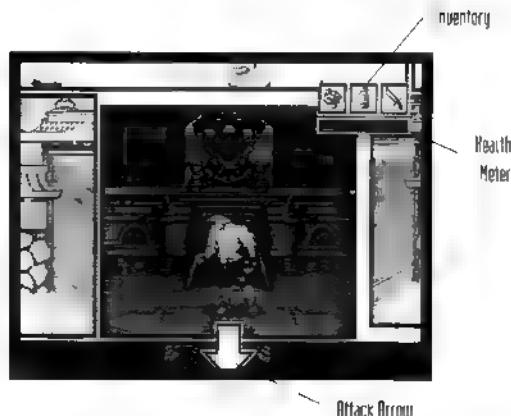
PLUS! Sketch's pet rat Roadkill has morphed into a killer attack rodent. Sketch can sic him on the Mortus Mutants and know there will always be shocking developments.

AND! Alissa Cyan is backing Sketch with constant situation reports and battle advice. Does Mortus have plans for her, too?

Comix Zone has three Episodes. Each Episode is two comic-book pages long, packed with many panels of action. Each panel contains a peril, puzzle or obstacle that Sketch must master.

Can Sketch make it to the end of the book? Can he defeat Mortus and come back to the real world? The future is in your hands . . .

THE SCREEN



HEALTH METER

This shows how much life Sketch has left. When the green bar runs out and a red alert appears, better have some Ice Tea ready.

HEALTH TIP —

Sketch depletes some of his health when performing special moves or hitting solid objects. So think smart. Don't waste energy when you can use your brain (or explosives!) to do the dirty work.

INVENTORY

Holds your power-up items. You can carry up to three inventory items at a time (See page 20.)

ATTACK ARROW

A flashing arrow prompts Sketch to the next panel as soon as he's conquered the one he's in. Sometimes Sketch will have a choice of two routes. Take your chances!



INVENTORY ITEMS

Look for these life-saving items in every panel during Sketch's travels through the Comix Zone. Pick up as many as you can! To pick up an item, stand over it and press the D-Pad down.



ROADKILL

This is Sketch's pet rat. His tail got electrified during the warp, so let him use his new-found ability to your advantage . . . ZZZAP 'em! Don't forget, Roadkill has a good sense of smell — he can often sniff out hidden goods!



ICE TEA

A swallow of this refreshing drink will partially restore a depleted health meter. Save some for bad times!



SUPERHERO

This fist turns Sketch into a page-ripping superhero!!! Use it when the going gets tough.



KNIFE

A good old-fashioned long-range weapon. Great for turning switches and setting off explosives at a distance.



GRENADE

Some hard-to-reach bozo giving you a hard time? Throw him one of these and watch the fireworks!



BOMB

Danger — high explosives! A dynamite weapon that blasts whatever's nearby . . . including Sketch!

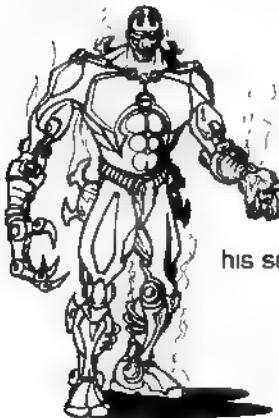


SURPRISE

Pick up the "?" and you could get any of the other power-ups, or . . . KABOOM! So, don't touch these if your health is low!

MUTANT HIT LIST

Behold your enemies! They sting, bite, shock and hit like a freight train. When you destroy them, Mortus draws more.



Gravis the Bully

This android brute only appears to be dumb and slow. Watch out for his sentinel attacks . . .



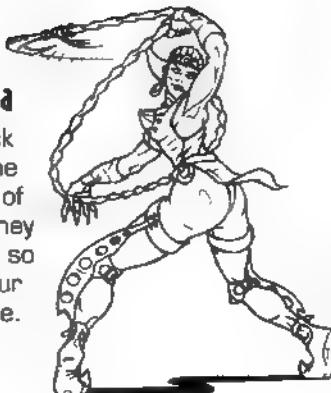
Strigil the Assassin

These shadow assassins have a deadly way with crowbars . . .



Spawn Mutant

The Mutant's true form? Don't try to grab him or you'll find out!



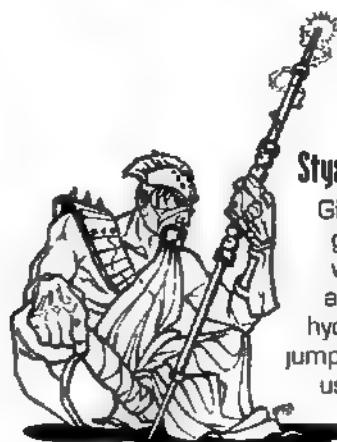
Mongoria

These super quick terrors may be the worst threat, short of Mortus himself. They hate each other . . . so play that to your advantage.



Cocoon Crawler

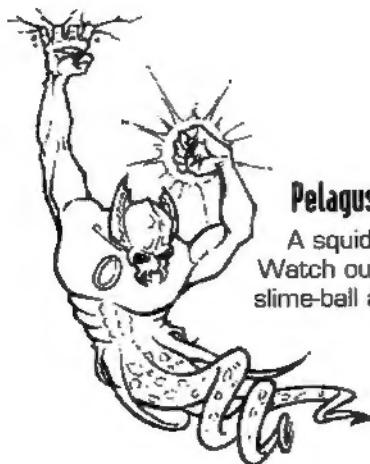
Intended as a food source for newborn Mutants, these creatures will sting, no matter who you are!



Styx the Monk

Gives an entertaining gymnastics show while tearing you apart from atop his hydraulic staff. Your jumping skill will prove useful here!





Pelagus

A squid? A man? The devil?
Watch out for his bouncing
slime-ball and spring attacks!



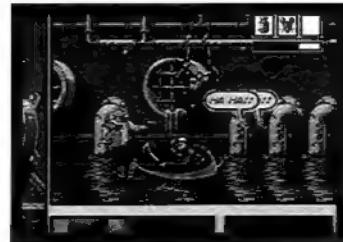
Flying Creature

Not very tough — a few
jump kicks or uppercuts will
do. But beware —these
creatures are part of a
larger being . . .

EPISODES

Night of the Living Mutants

The sewers are
alive with Mutants,
traps and dead
ends. They're
guarding the place
with their lives . . . Why?? Learn the ropes.



Welcome to the Temple - Hot!

Fight for your life,
while a screaming
crowd calls for your
head. Is this a
training ground for
the syndicate?



Curse of the Dead Ships

This wreckage
graveyard holds a
deadly secret.
Does the story end
here???



CREDITS

CONCEPT, DESIGN & ART DIRECTION

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Paul Sears, Terry Tang, John Duggan,
Stieg Hedlund, Tim Gedemer
and "The House" for the best lamb in town



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVs

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

